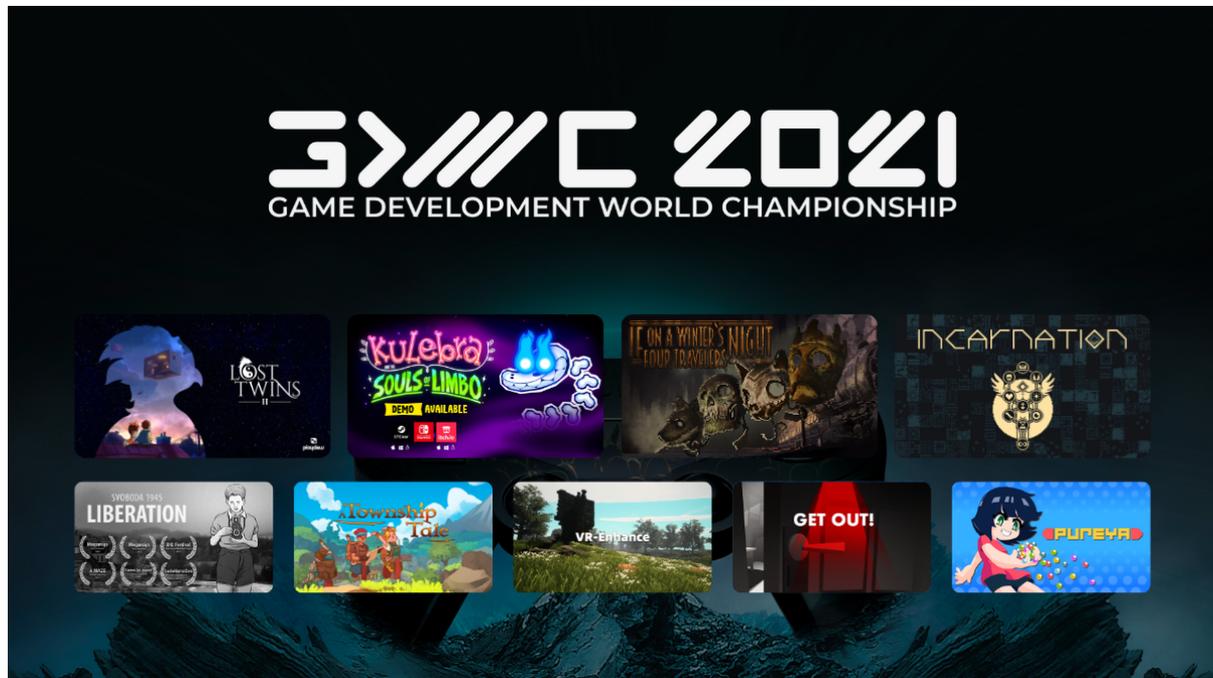


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Winners of GDWC 2021!

The Game Development World Championship (GDWC) announced the Winners of all nine Categories in the GDWC 2021 Awards on the 17th of March. The GDWC team congratulates all the teams!

Pro PC Game of the Year Winner

Lost Twins 2 by Playdew from Pakistan

"Lost twins 2 is a mix of sliding and interactive puzzle elements to create a one-of-a-kind gaming experience."

[Learn more about Lost Twins 2 here.](#)

Pro PC Game of the Year Finalists:

[A Winding Path](#) by Three Eyed Games (Germany)

[Alina of the Arena](#) by PINIX (Taiwan)

[Lost Words: Beyond the Page](#) by Sketchbook Games (United Kingdom)

[Northern Journey](#) by Slid Studio (Norway)

Pro Console Game of the Year Winner:

Kulebra and the Souls of Limbo by Galla, a small video game studio consisting of Pavel Lara, Paulo Lara, and Zach Striefel from the USA.

"A dead snake with a heart of gold embarks on a journey to find his purpose in a world where the same day plays on loop."

[Learn more about Kulebra and the Souls of Limbo here.](#)

Pro Console Game of the Year Finalists:

[Okinawa Rush](#) by PixelHeart (France)

[Operation:Tango](#) by Clever Plays Studio (Canada)

[Sunblaze](#) by Game From Earth (Belgium)

[Unpacking](#) by Witch Beam (Australia)

Hobby Game of the Year Winner:

If On A Winter's Night, Four Travelers by Dead Idle Games, the team consists of Laura Hunt & Thomas Möhring from Germany.

"If On A Winter's Night, Four Travelers is a narrative-driven point-and-click adventure with horror elements that explores the stories of four different characters in a masked ball taking place aboard a train in the late 1920s."

[Learn more about If On A Winter's Night, Four Travelers here.](#)

Hobby Game of the Year Finalists:

[Arid](#) by Sad Viscacha Studio (Netherlands)

[Avian](#) by Royale Monkey (France)

[Frame of Mind](#) by [SAMPLE TEXT] Studios Ltd (New Zealand)

[There You Are](#) by Funky Dango

Mobile Game of the Year Winner:

Svoboda 1945: Liberation by Charles Games from the Czech Republic. A studio behind the award-winning game Attentat 1942.

"Svoboda 1945: Liberation is a unique blend of adventure gameplay, full-motion video interviews with real actors, and historically accurate interactive memories of people who lived through the chaos of the aftermath of World War 2."

[Learn more about Svoboda 1945: Liberation here.](#)

Mobile Game of the Year Finalists:

[Dive in the Past](#) by 3D Research Srl (Italy)

[Gridpunk - 3v3 PvP Shooter](#) by neverGames (Romania)

[Mojito the Cat: 3D Puzzle Labyrinth](#) by GTZASudio (Spain)

[Puzzle story \(A sad fairy tale\)](#) by Moraksoft (South Korea)

VR Awards - Best VR Game Winner:

A Township Tale by Alta, an independent VR game development studio from Australia.

"Band together with your friends and explore a long-forgotten world filled with adventure, danger, and ancient secrets. Tame the wilderness as a group and build your own town."

[Learn more about A Township Tale here.](#)

VR Awards - Best VR Game Finalists:

[Maskmaker](#) by InnerspaceVR (France)

[Soulace](#) by Sander Bos (Netherlands)

[Squingle](#) by Ben Outram (United Kingdom)

[Ziggy's Cosmic Adventures](#) by Stardust Collective (United Kingdom)

VR Awards - Best VR Prototype Winner:

VR-Enhance by Modulus from Malta.

"By using Artificial Intelligence to recognize both speech and dynamic hand gestures, players could now finally feel like they are a true magical wizard, by casting spells using their own voice and arm movements."

[Learn more about VR-Enhance here.](#)

VR Awards - Best VR Prototype Finalists:

[Booper. Get Home!](#) by Fletcher Studios (USA)

[Rogue Ascent](#) by Noonerbear Studios x Clique Games (USA)

[Vermin Exterminator](#) by Mineo Games (France)

[VR Kayaking Game](#) by Penguin Waffle

Student Game Award Winner:

Incarnation by Idan Rooze a game developer from Israel.

"Experience a divine entity's descent from the heavens through a series of procedurally generated levels. After each level, you must lose one of your celestial powers until you are completely transformed into a human."

[Learn more about Incarnation here.](#)

Student Game Award Finalists:

[ASTREIA'S GIFT](#) by ASTREIA'S GIFT (France)

[LYSFANGHA](#) by LYSFANGHA (France)

[POSTBIRD IN PROVENCE](#) by POSTBIRD IN PROVENCE (France)

[There You Are](#) by Funky Dango

Best Game Jam Game Winner:

Get Out! by Ralph Anna James, a team from the USA formed for the Historically Accurate Game Jam.

"A point-and-click escape room with secrets and consequences. Comes with mysterious toilet jokes and historically accurate propaganda."

[Learn more about Get Out! Here.](#)

Best Game Jam Game Finalists:

[SELF APART - The unfathomable misadventures of Mr. Limbs the frankenjoined monster](#) by EL STUDIOS (Spain)

[Twilight Tower](#) by Aesth (USA)

[As One Against Our End](#) by As one against our end team (France)

[Karnalita](#) by Havana24 (Italy)

Fan Favorite Winner:

pureya by Majorariatto from Spain.

"pureya is a collection of arcade minigames that play with just 2 buttons and switch randomly from one to the next every 10 seconds."

[Learn more about pureya here.](#)

Fan Favorite Finalists:

[Coromon](#) by TRAGsoft (Netherlands)

[Scarlet Hollow](#) by Black Tabby Games (USA)

[Avian](#) by Royale Monkey (France)

[Miko Adventures Puffball](#) by Coriander Games (Egypt)

A brief overview of the GDWC

The Game Development World Championship (GDWC) is a global open competition for indie game developers. It is available to developers of all backgrounds, professionals, hobbyists, students, and alike from anywhere in the world, and to all kinds of games on all digital platforms.

The GDWC draws in thousands of developers across the globe each year. 2021 is the competition's biggest year thus far with over 2700 development teams joining in and representing over 8000 developers and over 110 countries.

Games, gamification, and game development are a significant and rapidly increasing part of the global economy and society, not only on leisure activity but also across education and business sectors. Independent game developers are at the core of the startup economy and lead the industry by creating unique, creative, and innovative approaches to games and gaming.

The GDWC is organized by a Finnish company, Ace Lagoon Oy.

The GDWC 2022

The Game Development World Championship has launched and is open for submissions for the championship year 2022. Developers can submit their games on the GDWC website at <https://thegdwc.com>